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# 880 Gamer





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# >>start 880

Wow, where did all that time go? Issue 3 is here and late as always! Would you believe this was going to be an Christmas special? Heck, we didn't even make it in time for Easter! Anyway, we are here now and sorry for the delay. There are lot's of reasons why it took so long, but instead of talking about them lets talk games!

One rule we have here is we review games in order of release, but I think we can make an exception to the rule for Putty Squad since we have all been waiting twenty years for it to come out! Not only does it grace our cover this issue, but the legendary demo also comes slapped on the front with some slightly yellow sticky tape torn with my own bear teeth (excuse the drool). If Putty Squad is to cute for you, we have your violent cravings covered with Walker which will fulfil your lust for red ooze all over the screen, and when you have had enough of the killing you can have a look over our review of Zany Golf to chill out with. Or perhaps you want to go to the other end of the spectrum where Quick The Thunder Rabbit turns up the cute-o-meter to maximum which will have many of you reaching for the barf bag... I think this issue we have everyone taste covered.

As always we have some cheats thrown in to help you out along with some more of those brain melting scene demo's in Bleeding Eyes. Heck, this issue I even decided to read the instruction manual and learnt how to use this word processor correctly which will speed up the next issue immensely, so with some luck at this speed we might make it in time for the 2014 Christmas special!

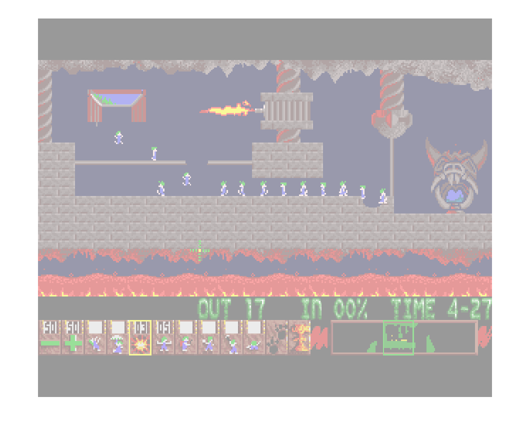
Again thanks for all of your emails of support and ideas, please keep them coming as they are the reason this magazine exists! See you all in issue 4!

Slowest editor in the world..

***Mark Stanner***

# 880 contents





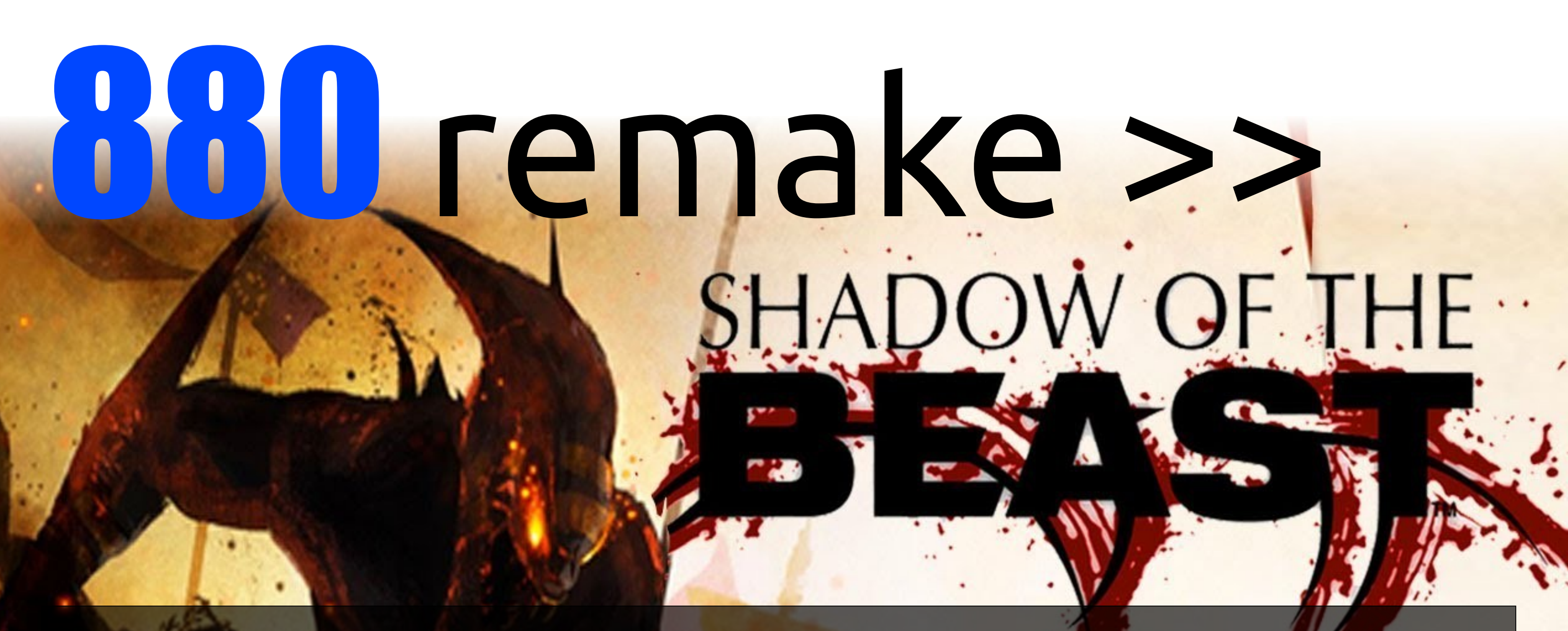









# 880 remake >>




Ask any Amiga gamer to name one of the most defining games in history on any platform, and chances are the name Shadow Of The Beast will be mentioned. Indeed it was a true game changer when It was released back in 1989, and many may be excited to have learned that after more than 20 years the series is about to get a reboot! But is it going to have the same impact?

Its difficult to say at this stage because with the exception of the short cinematic trailer there has been no actual game play or in depth details given. When Sony purchased Psygnosis they inherited the trademarks that came with it with the team creating games under the title of Studio Liverpool, but Sony recently closed this studio and the game is actually under development by the largely unknown Heavy Spectrum Entertainment Labs established in 2011. With only two other games to their library comprising of two Sony Playstation Mobile games 'Puzziball' and 'Bullion Blitz', it does not fill one with a lot of hope for the new Beast game. The team does comprise of some talented individuals from the industry though and they do have a lot of passion for the game -

*"For us at Heavy Spectrum to be working on this game is a dream come true. We have a unique and innovative game-play idea, and a chance to build something truly special; a game that captures the essence of a treasured personal experience."*

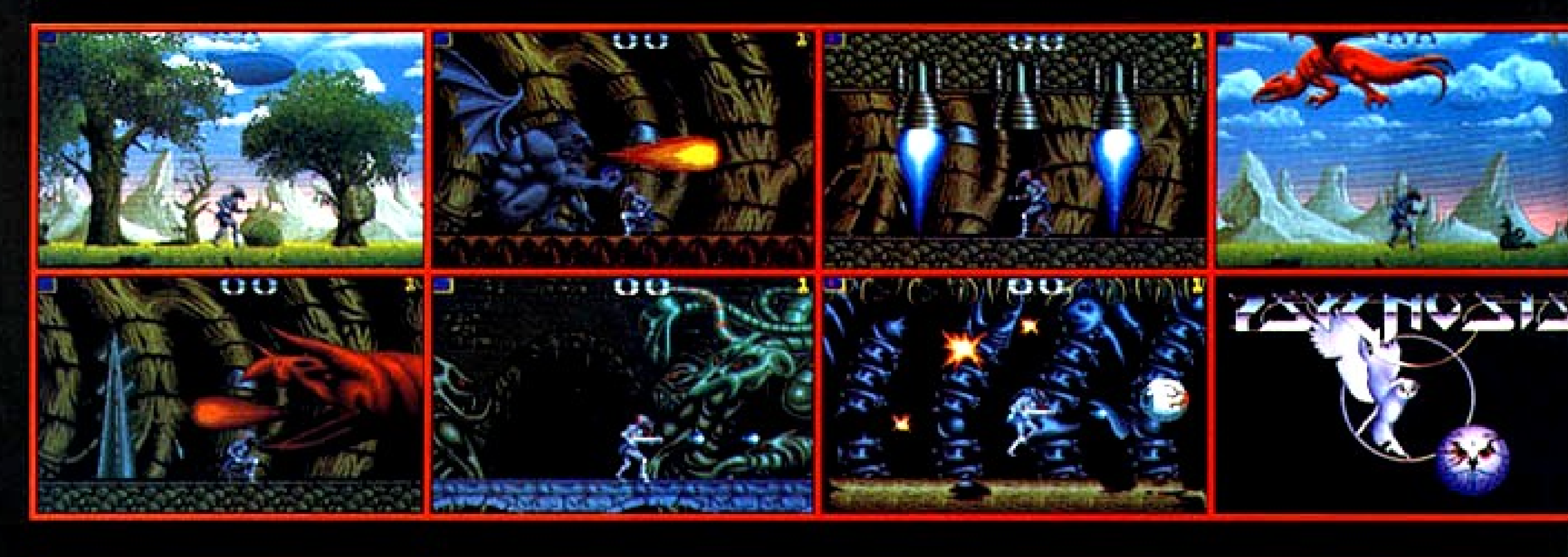
Capturing the same sort of excitement experienced in 1989 will be very tough though. You see, when Beast was originally released it truly stood out from the crowd with its jaw dropping visuals that showed the world what the Amiga was truly capable of, along with amazing audio and obligatory amazing fantasy box art created by Roger Dean which Psygnosis were famous for. The game itself.... lets be honest was impossibly hard and a lot of people making it only a fraction of the way through, but the feeling people got booting it up along with the imagination it spurred in everyone was more than enough to warrant the price tag!

Heavy Spectrum will have a real challenge on their hands to capture that same feeling people experienced all those years ago, especially as there are so many visually stunning games out there. I truly fear after some other classic games were remade such as Flash Back... man that is a dog of a remake, but still, here is hoping Sony throw some cash their way to give it the polish it deserves, and they dial down the difficulty a little... just not to much, it just would not be Beast if it was easy!

I do truly hope they can capture the essence of Karmoon along with our imagination once again...



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**SEEING IS BELIEVING**

# 880 cover disc

## SWAT Team? Navy Seal? No... its PUTTY SQUAD!

880 Gamer DISK 3

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After twenty long years Putty Squad was finally released to the Amiga public to celebrate its new re-release on other platforms. This is one of the most significant events in recent history for the Amiga and to celebrate we don't only have the review of the full game, but also the legendary demo that was released right before its disappearance all those years ago.

The object of the game is to seek out your MIA putty friends and rescue them hidden all over the level while avoiding the nasty foe's that inhabit the world of Putty. Try discovering all of Putty's hidden talents from stretching and flattening, or repeatedly smash the fire button to inflate your little blue friend... just not to much as he can only stretch so far!




If after playing the demo you wish to experience all Putty has to offer, check out our review and then head straight over to System 3 website where the wonderful folk have made the game free for download to the Amiga community.



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Your one stop shop for game reviews

Its game review time, so lets get gaming! But first, a few house rules on how we review games here at 880:

- Games are played in emulation and not on real Amiga's. This is to judge a game on its own merits and not the limitations of long load times, never ending disk swaps (I'm looking at you fighting games!) and for all those whiz bang 3D games that were just never going to run even on the most powerful machines (COUGH!... Alien Breed 3D 2 COUGH!)
- The release date will be taken into consideration when reviewing since games advanced in leaps and bounds both graphically and sonically year on year, but if we think it looks crap we are still going to say it!
- If there are multiple versions available (eg. A500 / A1200) then each will be compared based on the single review and differences in scores awarded based on each version.
- All games are played on an evil kitten fuelled PC responsible for the death of the Amiga, although we lessen the evil by using penguin friendly Ubuntu with FS-UAE.
- And what about fabulous prizes I hear you ask? How about...



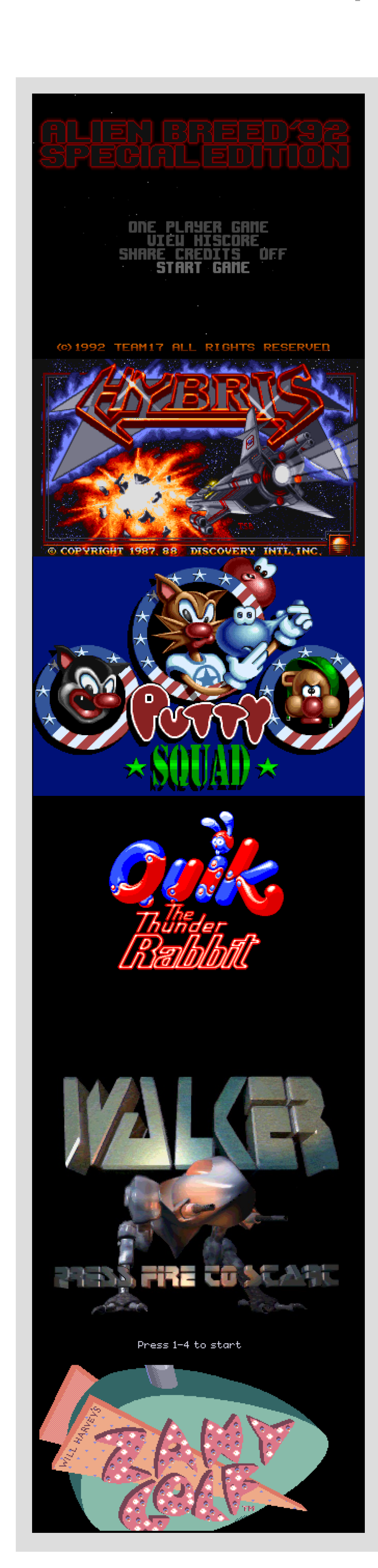

If a game is amazing and is into the 90% plus range, it is awarded the 880 solid gold floppy disc... well actually we are a bit cheap around here so its just gold spray painted plastic, but you get the idea!




Not all games make the gold class, so we melted down your mums silverware and created the 880 solid silver disc! If a game gets between the 80%-90% range, its still a fine game worthy of praise and that's when this award is handed out.

# Game On!

Your one stop shop for game reviews



Silver

# ALIEN BREED – Special Edition '92

Team 17 - 1992 - A500

Alien Breed SE is the follow on from the hugely popular game by Team 17, although it is not a sequel as such but more of an add on content for the original game. Think it of pre-internet DLC for your Amiga... a stand alone expansion pack as it were.



**Is someone following me? Hmmmmm....**

If you have not read our Alien Breed review from issue one, go grab a copy and read it and then come back. Done? Sounds good? Excellent, lets continue. As mentioned this is like a remixed edition of the original game using most of the original graphics and sounds while offering a completely new set of maps to challenge and excite, while also adding a couple of new features. If you are new to the alien breed series its probably best to play through the original game first as that game does a better job of easing you into the world of the breed, while this game instead throws you straight into the action presuming you are already a seasoned player. This I find is good if you have finished the first game and are hungry for more, but can be a little steep on the learning curve if you have not played the original for some time, and for me I found the levels just a little to complex from the very start to really enjoy as much as the original.

There are some welcome changes though with the ability to now shoot your way through a door rather than use a key which can prevent those annoying moments when you have run out of keys and become stuck. This will use up a lot of your ammo though so its still wise to collect as many keys as possible! There are other small enhancements which only the most die hard fans will notice such as the Intex computers now have a "text accelerator" installed which you will see mentioned as it boots... and gosh darn it.. it is faster! Its a small thing but I used to become annoyed at the sluggish menus so its a welcome change although the game of Pong is no longer available to play which is a shame. Its little touches like this that help improve ever so slightly over the original but on the whole with the exception of the all new levels, everything including the story line is virtually unchanged. Level codes make a welcome appearance also.



**I feel like I have been here before**

One thing I truly loved about the original was the up beat music and warning sirens when you triggered the self destruct at the end of each level, and while the sirens and speech are still present the music is sadly missing which removes something special I feel (although it makes an appearance right at the end). The levels also feel very spaghetti like, with many odd passages and dead ends. I understand the maze like structure of the game is half the fun but compared to the original levels these just feel very random and not as well thought out.

I am a big fan of the original game and there is a lot of fun to be had here, so if you are like me do not hesitate to get hold of this game. While I enjoyed my time with SE and appreciate some of the new features, I found the levels to be generic and confusing with the missing music unsatisfying as I scrambled for the exit. Because of this I find the original is still the best and the game I will always return to for my Alien Breed fix. SE is good for a play through, but only the one time.



**Those crazy Aliens are still drinking petrol!**

## Alien Breed SE

A500 - 1992

| | |
|---|---|
| GRAPHICS | 90% |
| SOUND | 75% |
| GAMEPLAY | 80% |

Not quit as good as the original, but if you are a big fan there is a lot of fun to be had here.

| | |
|---|---|
| SCORE | 82% |

# Hybris

Discovery Software - 1989 - A500

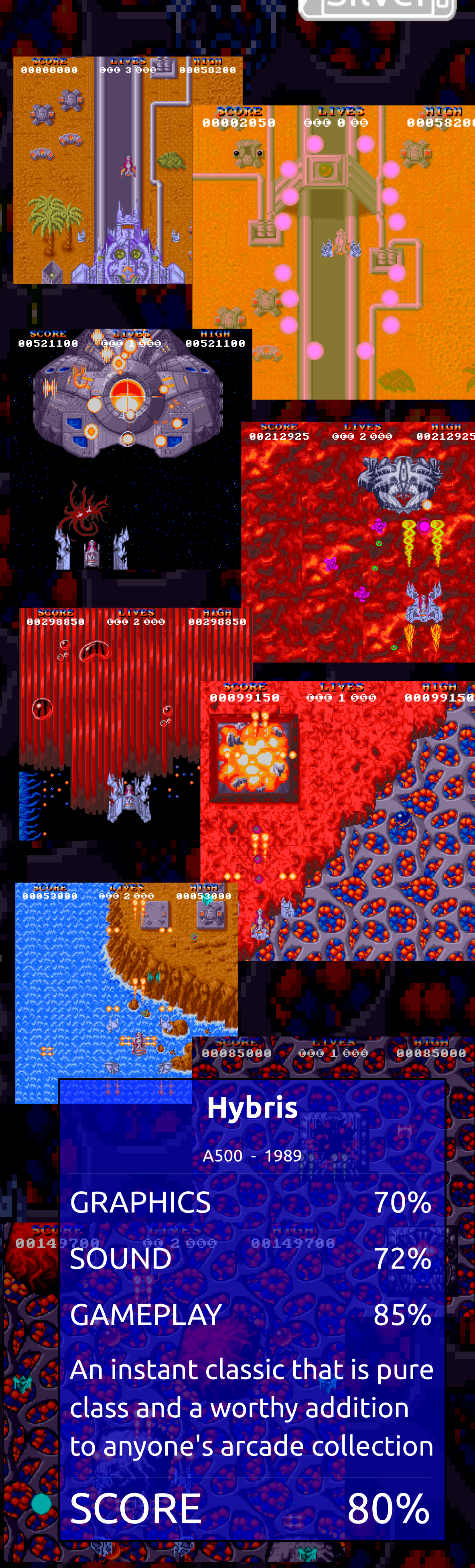
One genre the Amiga has never had a short supply of is the humble top down shooter with Amiga fans really spoilt for choice. Hybirs may not be the prettiest game to grace the Amiga but it makes up for this by offering pure arcade game play that looks like it was pulled straight out of a 80's game cabinet.

As mentioned do not expect amazing detail or wizardry in the way of effects, the style is very flat and functional at best. This does however lead to a nice consistent style throughout and gives the game a real old school arcade feel from the way enemies are mostly monochrome Galaga style, to how the play screen is narrower than normal giving it the feel of old arcade cabinets where they mounted CRT screens sideways. Of course these are probably more due to programming limitations but it does make you feel like you are in some dim arcade back in the 80's. A few title screens are very nicely drawn, but overall the game is presented nicely even if everything is a little bland and quite repetitive, but the most important factor is the game never drops a beat with everything running silky smooth.

Backing this up is some very nice tunes both for the title screen and also in game, while sound effects blare at you as you destroy wave after wave of enemies. The in game music suits the arcade style of the game perfectly and really adds a lot to this game for without it the game would seem a little bland. The sound effects are limited to pretty much shooting and satisfying meaty explosions with very little in between.

Filling the void left by the visuals and audio we look now to the game itself to bring something special and this is where Hybris really delivers. While still somewhat repetitive with the same wave after wave of enemies along with very little variety in ground enemies, the game manages to not feel boring with a nice difficulty curve easing you into the game. The real fun is in upgrading your ship by destroying containers that slide onto the screen which drop new parts that bolt on ever increasing both your ships size and fire power. Also along with your traditional smart bombs you can also activate a further attack mode where for a limited time those extra parts bolted to your ship expand out giving even more fire power able to blast through defensive ground shields while also allowing those parts to absorb bullets. Care must be taken when in this mode as normally the core of your ship will be exposed risking a stray bullet destroying you. Each upgrade has a different effect when expanded so there is some fun to be had exploring each and their unique tactical benefits. At only three levels the game may sound short, but each is quite long with multiple boss fights and enough variety to prevent each level becoming stale. The game may be shorter than some but it will take you a long time to master it!

If you are looking for a real old school arcade shooter that looks like it is straight out of an arcade cabinet, then look no further than Hybris. It has a wonderful arcade feel that will keep you coming back for more as the addiction kicks in. The only thing missing is the coin slot to pump your stack of coins into as you burn through credit after credit slowly sending you broke.



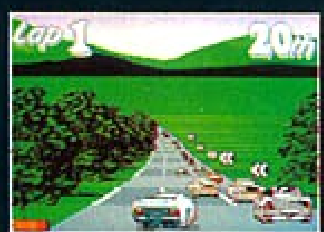
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- *Map editor – Create your own circuits.*
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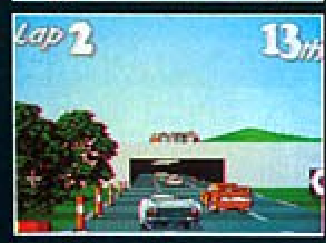
*Will you run out of bottle before throttle?*

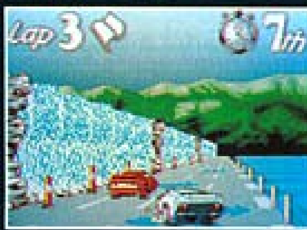


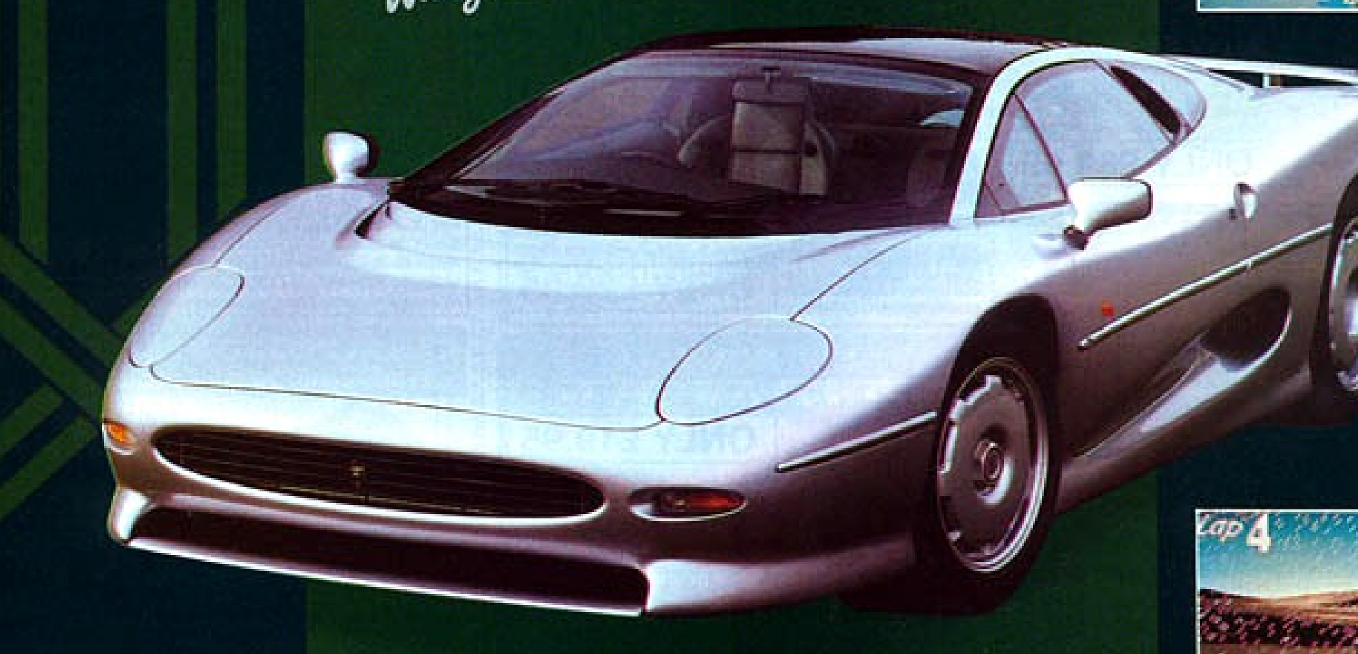


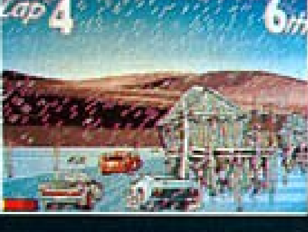




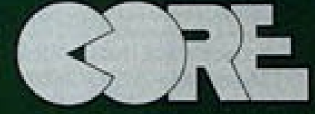






Available on Atari ST and Commodore Amiga (both 1 Meg only).

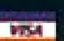
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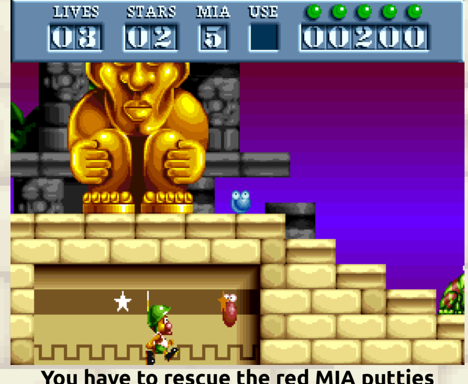
Screen shots taken from Amiga version

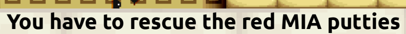




# PUTTY SQUAD

If you are new to the Amiga then you may not know the whole Putty Squad story. It is a thing of legend, confusion and even the odd conspiracy theory. You see almost twenty years ago this game was completed, magazines had the legendary Putty Squad demo on their cover and there was even reviews of the game in magazines which got everyone who had an Amiga extremely excited, but as time moved on the game was never released due to the shrinking Amiga market and for years after there were whispers and rumours that somewhere out there the full unreleased Amiga game was hidden away in storage. Soon the tale turned into some kind of mythical legend only whispered around camp fires by Amiga fanatics, some swearing it was true while others giving into the fact there was little chance the game had survived after all these years. Then recently the rumours started again, although most people still believed the game would never surface and was purely a promotional stunt for the new putty game coming out, but then unbelievably on the Christmas Eve which just past, sure enough System 3 gave the Amiga gaming community the biggest and best present anyone could ever hope for by finally releasing the game for free so all could finally play. So here we are some twenty years late, we present the full review of Putty Squad.. the complete and original Amiga version!

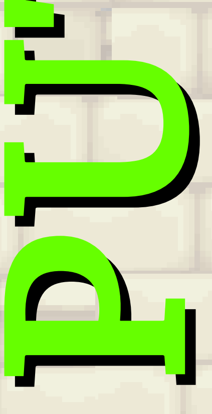




You have to rescue the red MIA putties



Up up and away! Putty's own personal rocket

At its heart Putty Squad is a platforming game and the sequel to the very popular Putty, but our hero the little blue blob of putty has new tricks and challenges to tackle in this game which is a lot more open and having a real console platform game feel to it. Your task it to rescue all of the MIA putties scattered around each large level which will then reveal the hidden exit once completed transporting you to the following level. The fun part in Putty Squad is its not a simple 'A' to 'B' platform game, you really have to explore each level to seek out his missing friends and there are lots of hidden and secret stuff out there to find. Then there is Putty himself who is a very unique character! Putty can run and jump just like anyone else, but he has a lot more tricks up his sleeve than your average plumber. Because Putty is made of... well.. putty, he can stretch up and down, left and right to reach other areas, or flatten down completely to avoid any of the evil creatures out to kill him. Need to get higher? Putty can inflate himself to float up and reach higher areas, or if you really want you can keep pumping the little blue fella up until he over inflates and explodes knocking out near by enemies, although this isn't to good for his health. One of his neatest tricks though is the ability to absorb stuff to use in other areas. Want to pick up a bomb? No problem, absorb it into his body and then spit it out when you want to deliver a butt whipping! Or perhaps absorb that big spring and take it with you to place elsewhere so you can bounce up higher. This allows for a little more thought on how you approach each level rather than just bouncing and running around everywhere.



- System 3
- 2013
-A1200



That can not feel good... look at his eyeballs!



Its OK putty, I am sure he is friendly..

A prerequisite of any platformer is there has to be some kind of 'pick up' which range from stars to coins, and Putty Squad settles for the traditional stars. Collecting these not only adds to your points though, the more you collect the more powerful putty becomes. His standard attack is a fist that thrusts out of his body although this has quite limited range and impact, but after a few stars you will soon be launching arrows or attacking with an electric prod. Its a simple levelling up idea and it works well to encourage you to collect all the stars you can rather than just inflating your score. Enemies can also be bounced on and then knocked across the screen taking out other enemies which is good fun and somehow satisfying in a bowling kind of way! Look around and you will even find Putties own personal little rocket ship to fly around the level in. All in all there is some good variety here to keep things interesting and fun.




Expensive taste in decorating

Wind up chattering teeth are the best invention of all time!

Graphically this game is as polished as the malls balls (Its an Adelaide thing and not rude...google it if you have to). This game was made for the A1200 and makes good use of all those extra colours with some very bright and colourful levels that look brilliant. The original putty was already a good looking game and Putty Squad takes it to a whole new level. All of the characters on screen are beautifully drawn and animated full of life and character, but the real star of the show has to be putty himself. Putty does not have a mouth or any other defining features with the exception of his pair of eyes that seem to be constantly looking out at you as if to say 'help!' and 'please don't run me into the bad guys again', along with bulging eyes that just shout 'OUCH!'. Putty oozes character that connects with you so you want to protect the defenceless blue ball of wonder. The only gripe that I do have with Putty Squad is that like its predecessor it doesn't achieve that super silky smooth scrolling, but it is locked to a steady frame rate and never slows down even when there is a lot happening on screen. To be honest it does not detract from the game in any way with the game also having some nice parallax scrolling backgrounds adding great depth to the overall feel.




Four against one does not seem very fair



The polish doesn't just extend to the look of putty, but also the sound as well. Music plays throughout the game along with some neat sound effects as well from the sound of Putty stretching his body to breaking point, to enemies calling out 'fire in the hole' as they throw a grenade. While little bits of speech are used throughout the game our little blue hero is silent (I guess not having a mouth would do that..), with only screams of pain when he is hurt. The music suits the game as well with cute fun upbeat tunes that vary with different level environments. Oddly though the games does not have a real title music tune when you start the game. There is music playing but when you start the game this continues and is actually the same music used in the opening levels which can make it feel a little repetitive. Maybe there was planned music and never was added or perhaps it was intentional, and while it does offer a nice seamless flow into the game itself, I would have loved to have a separate tune for the title that defined the game a little when you loaded it up like some other classics.

Is Putty Squad the greatest platform game on the Amiga to ever come out? Probably not, but it stands tall with the best of them and certainly can now be added to the list of all time great Amiga games. One thing I found is while Putty Squad offers some good variety visually with each new environment and there is a desire to keep playing to get further and further, the game itself can become somewhat repetitive as you work your way through each level. Don't get me wrong, its still a lot of fun, but it is just each level becomes a massive collection of platforms and can feel a little bit mundane after a while missing out on that special unique feeling that some games have. Putty Squad is a great game with an amazing level of polish and good balanced game play that no Amiga fan should be without, and while putty has some great unique abilities you will find the rest of the game is pretty much a standard platforming game... but it truly is a fantastic platforming game!



Look at the size of Putty's eyes compared to his body... everything shrinks in the freezing cold... EVERYTHING!



For those playing along at home, yes... that is a Hall Of Light watermark. Putty Squad is intense and taking screen shots while playing is hard!









# Quick The thunder rabbit

- Titus Software

-1994

- A500 / A1200 / CD32

Listen, there is a story to Quick the Thunder Rabbit involving stolen carrots and evil monsters you have to defeat with your cute fury paws.. there is even a cute introduction for it all but at the end of the day there is really no need to go into the detail here as this is all about a super cute platform game where no story would mean just as much, so lets move on shall we? Good? Move on...

Quick sees you guiding your cute furry friend through a collection of platform worlds ranging from green grass fields to the ocean depths (Rabbits can swim under water right?). As far as platforming games go this game checks off all the box's. Cute and super smooth 50hz game play? Check! Bouncy main character that can jump on enemy heads to destroy them? Check! Big maze like levels with lots of bonus areas to be discovered? Check! The only thing missing is collectable coins or stars, but don't worry, there are plenty of pick-ups to be found although these are more needed to keep you from running out of vital 'carrot energy' than rack up points. There are three types of levels you have to play through. The first is simply finding your way through to the exit (Which can be harder than it sounds in later levels), while other levels have you looking for a secret door. There are hints with arrows to look out for but sometimes it can be tricky to find this, or more annoyingly when you do not read the little message prior to starting the level and you only realise you have to find the secret door when you reach the end and you are reminded. The third type of level is after you find the secret door you a whisked off on some time travel adventure back to the past (I am sure the is some logical reason why, but I am to lazy to find out...) where you play a vertical level fighting your way to the top to collect a clock (...again I am sure there is a reason...), but this is made more difficult as there is a bird from that era you are in that is hell bent on nothing more than to annoy you by flying over your head and picking you up to drop you back down the level somewhere if you sit still to long, so its a case of keep running and jumping you little bunny paws off!




That bird hates you, and trust me, you will grow to hate him as well!







Just for kicks Quick travels back in time to steal clocks.... riiight....




Blue trees, pink bubble shrubs... that was some strong carrot juice!

Once upon a time.... blah blah blah.... FIRE!... blah blah.... missing carrots!!!! blah de blah blah...... ye olde book and a map..... blah.... blah.......... blah!



Don't be fooled, these guys may look all smiles and cute but are deadly!



They sure are some tight denim jeans Wolfie! Quick feels a little under dressed


From hot hot desert sands...


...to hot hot half naked babes!

Overall though the game is a good bit of fun with very responsive controls meaning when you miss a jump you are cursing your poor judgement rather than bad game design. It may be just a standard platformer with all the normal ingredients, but it is very well executed and pleasant to play. This carries over in the look and sound of the game as well. At first I felt the game had a cheap look but over time I began to enjoy its unique style. Quick does not go for in your face high contrasting bright colours, but instead presents you with a pleasant lighter collection of almost pastel colours fading more to white than black which gives it a fresh bright feel compared to others lean towards darker moody style. It will not appeal to everyone, but its a refreshing change. Characters are well animated with good variety as you progress through the game accompanied by cheerful bouncy music that suits the game perfectly. There are not a lot of sound effects in the game although with the prominent music tracks things never sound empty, and those that are there are used effectively.

All up Quick the Thunder Rabbit is just a really fun little game. Its fun to play, fun to look at and fun to listen to. It is certainly not going to be for everyone and wins no awards for innovative game play, but its quick and easy to pick up with fluid game play, and is generally well presented all round. If you are looking for a really cute platform game then this will be a great game for you, but I would probably give it a miss if you are after a more serious platform game. The version played here is for the A1200 which has very slightly updated visuals with smooth background colours and additional parallax scrolling (CD32 looks the same, but bonus animated introduction), but with those exceptions the A500 version is almost identical in gameplay, visuals and sound. Give it a go if you are looking for a cute platform gaming fix!

## Quick the Thunder Rabbit

A500 / A1200 / CD32 - 1994

| | |
|---|---|
| GRAPHICS | 76% |
| SOUND | 68% |
| GAMEPLAY | 72% |

So cute you will be reaching for the sick bag, Quick is fun and polished platform fun

| | |
|---|---|
| SCORE | 71% |




**THE BITMAP BROTHERS**

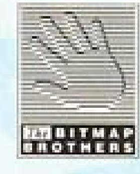
They've nicked his bike.
They've whipped his helmet.
This time they've gone too damn far...

**NO ONE MESSES WITH THE BITMAP KID**



***features:***

**stacks of levels • heaps of weapons • swarms of intelligent nasties**
**bonus games • secret rooms • loads and loads of power-ups**




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# WALKER

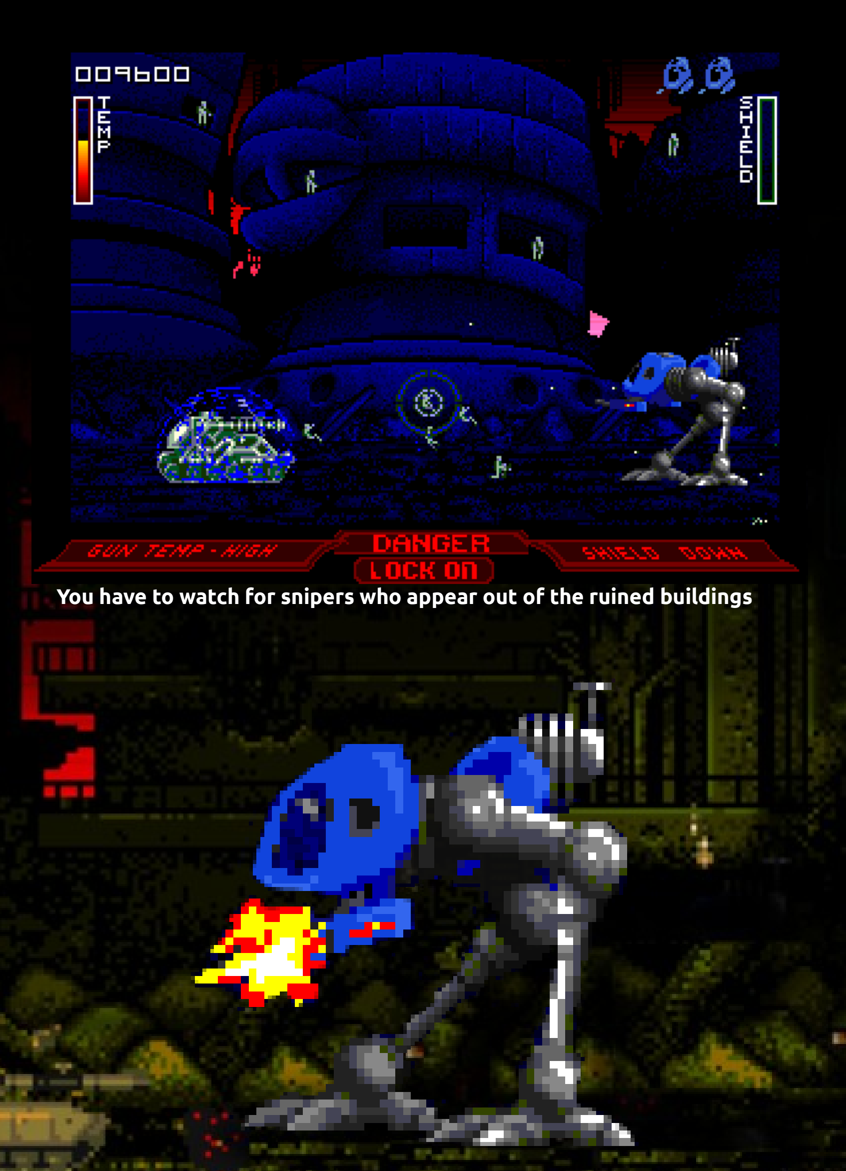
- Psygnosis
- 1993
- A500




Someone was watching way to much Terminator when they were making this game. Set in a post apocalyptic future where war rages with men versus machines complete with time travelling story in which you travel back in time to alter the past. It certainly has a Sci-fi action movie feel where the only thing that is missing is some guy with a strong accent mumbling "I'll be back..", or some other corny catch phrase. Just like these classic movies Walker is big on the action and low on the story which means you can get straight in and start destroying stuff right away!


Guns blaring with this dude in front of you... a lot of spurting red follows

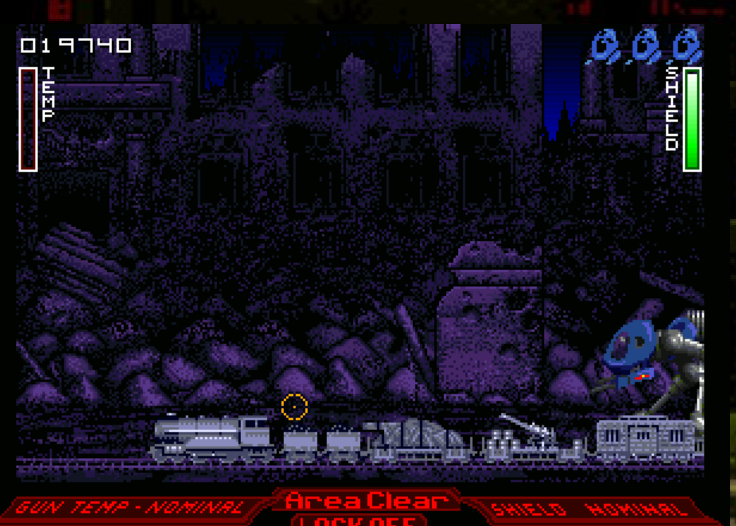
Walker puts you in the control of a giant bipedal war machine complete with devastating twin mini guns which you are sent to different time periods to remove enemy platoons that were sent back in time to alter history and wipe you out, so you are literally fighting for your very existence. The first thing that will strike you about Walker is that where 99% of all scrolling shooting games scroll left to right, this game will have you doing a complete flip with you attacking from the right to left. With the absolute slaughter and devastation you bring as you destroy everything in your path you will also start to question are you really the good guy in this game? It almost feels like you have been given the chance to play from the opposite perspective for a change which is kind of interesting. With those giant guns you will bring a lot of death and destruction using a unique control method that will have you using a combination of mouse and keyboard/joystick. With the mouse you control your cross hair which your guns will follow with the ability to lock onto targets using the right mouse button, while the keyboard or joystick are used to control the movement of your walker left and right. Movement is limited to this with no jumping or other moves to avoid getting hit by enemy fire, so you have to be careful how tackle the enemy while constantly on the move trying to avoid getting hit.



You have to watch for snipers who appear out of the ruined buildings

Thankfully you are fitted with some beefy shields that help protect you and once they have depleted you still have some pretty robust amour to keep you safe which is a lot more than your poor enemy have. Sure, there are tanks, planes and even zeppelins that will attack you, but a large amount of enemy will literally be wave after wave of soft squishy humans that will be tuned into nothing more that red goo as you massive guns mow them down or crushed under the enormous weight of your metal feet. Walker does not shy away from violence so expect to see plenty of red on your screen! As you progress through the years technology will improve with faster and more devastating enemies on each level, but there is something weirdly satisfying on the early levels destroying horse drawn canons and steam trains!

As you can see in the images here while your walker is quite large, the enemy soldiers can be rather small but what they lack in size they make up with in large numbers with the screen some times full of many enemy soldiers all throwing grenades and even trying to scale your craft to plant explosives. Its can get very hectic and can get you in quite a panic which ultimately leads to you succumbing to their numbers. A cool head and prioritisation of who to kill first is needed. Your guns also over heat quite quickly so you have to keep watch as once they are over temp they will shut down with only the barrels spinning as you hold the trigger, but boy do they sound absolutely terrific in this game! There is a lot of communication chatter between your pilot and control base, combined with endless explosions and screams drowned out by the roar of your twin guns as your feet make satisfying mechanical stomping sounds. It all sounds terrific with no backing music needed as there is never a time where your speakers will be silent. In fact when there is music in the title it starts nice and moody but soon becomes very cheesy with lots of speech and sounds thrown in what sounds like someone just playing around with a keyboard to a back beat which I have to say ruins the whole atmosphere they worked so hard to create.



You kind of feel sorry for their inferior technology, and then you destroy them!



Those little squishy things ahead are people... get stomping!



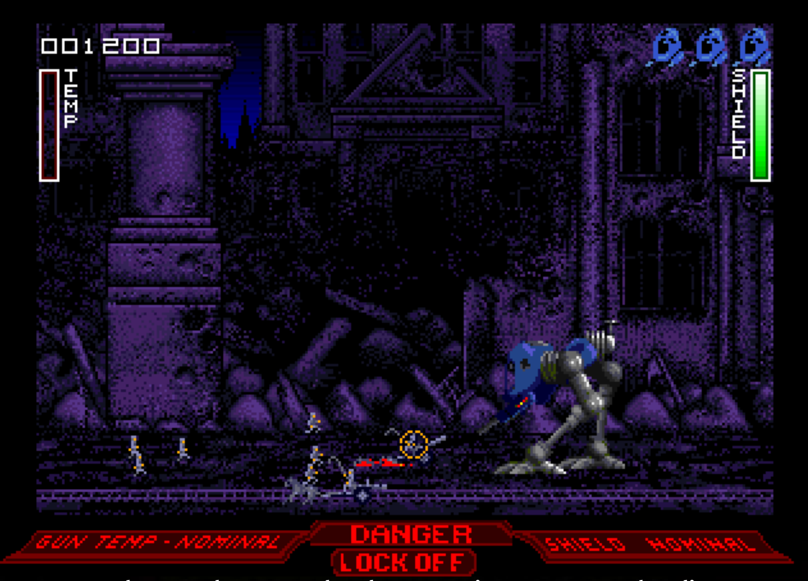
A nice explosive zeppelin you can use as target practice



Get that lock on and vaporise everything! Slaughter those snipers!



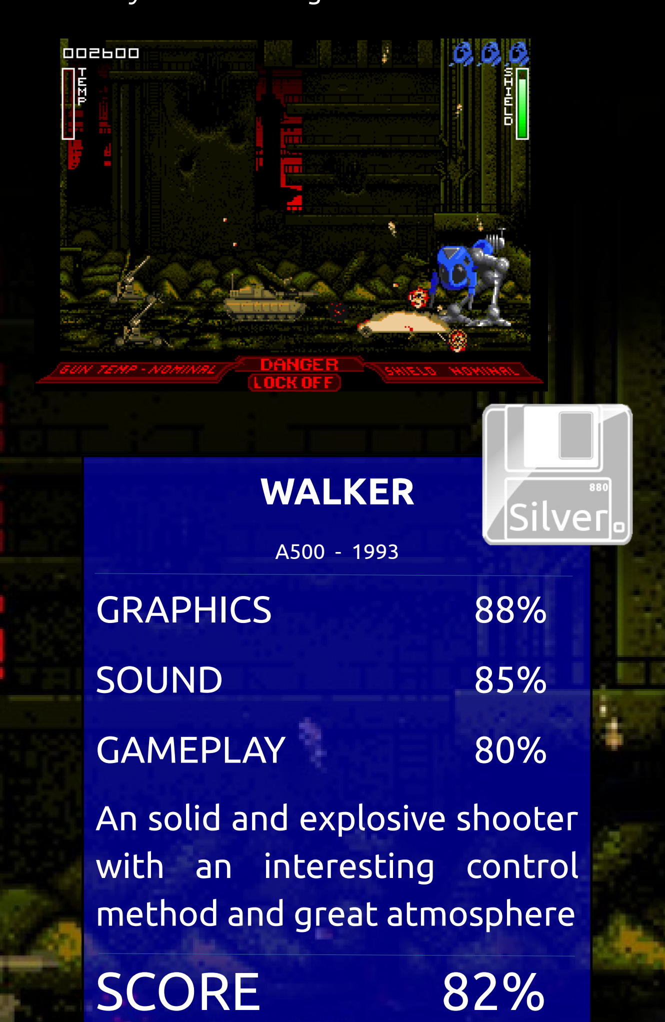

These trucks are full of people, so blow them up to save time.




Yes.. there are horses to slaughter. Here is one I prepared earlier!

This atmosphere carries over into the visuals with wonderful dark and moody apocalyptic settings with some nice parallax scrolling effects as you stomp through the war torn settings. Each level looks unique to its time period and enemy vehicles change with design and style making it enjoyable to try and complete each level just to see what the next war zone will look like. As mentioned there can be a lot happening on the screen at any given time with infantry charging at you lobbing grenades while fighter planes drop bombs and parachuting inventory, even snipers shooting from buildings resulting in many explosions filling the screen which I have to say looks great. Impressively this all runs at 50hz all the time never slowing down no matter how much action is happening on screen which is fantastic. And then there is your walker which is really well animated as it walks smoothly with its head following your cross hair around the screen with its menacing guns blazing fire as they shoot. If there was one thing that you could fault it on it would be the whole environment is a little devoid of colour been a little monochrome, but then again most post apocalyptic futures I have seen have hardly ever been bright and colourful!

At first playing Walker you will feel you are invincible but it will not take you long to realise you are actually quite slow and not so nimble which makes it hard to avoid taking damage, and its around about this time that you realise walker is not a walk in the park... this game is hard! While there is easy mode don't expect to breeze through this game, things can turn very quickly if you let the enemy overwhelm you so you have to keep your wits about you at all times. Walker tries to be novel and different from other shooters out there, and I believe they succeed in their vision. If you revel in the idea of taking control of a giant death machine with the ability to wipe out wave after wave of army platoons with a liberal splashing of red, then you really cant go wrong here. Visually and sonically impressive with an original game style? Let the slaughter commence!



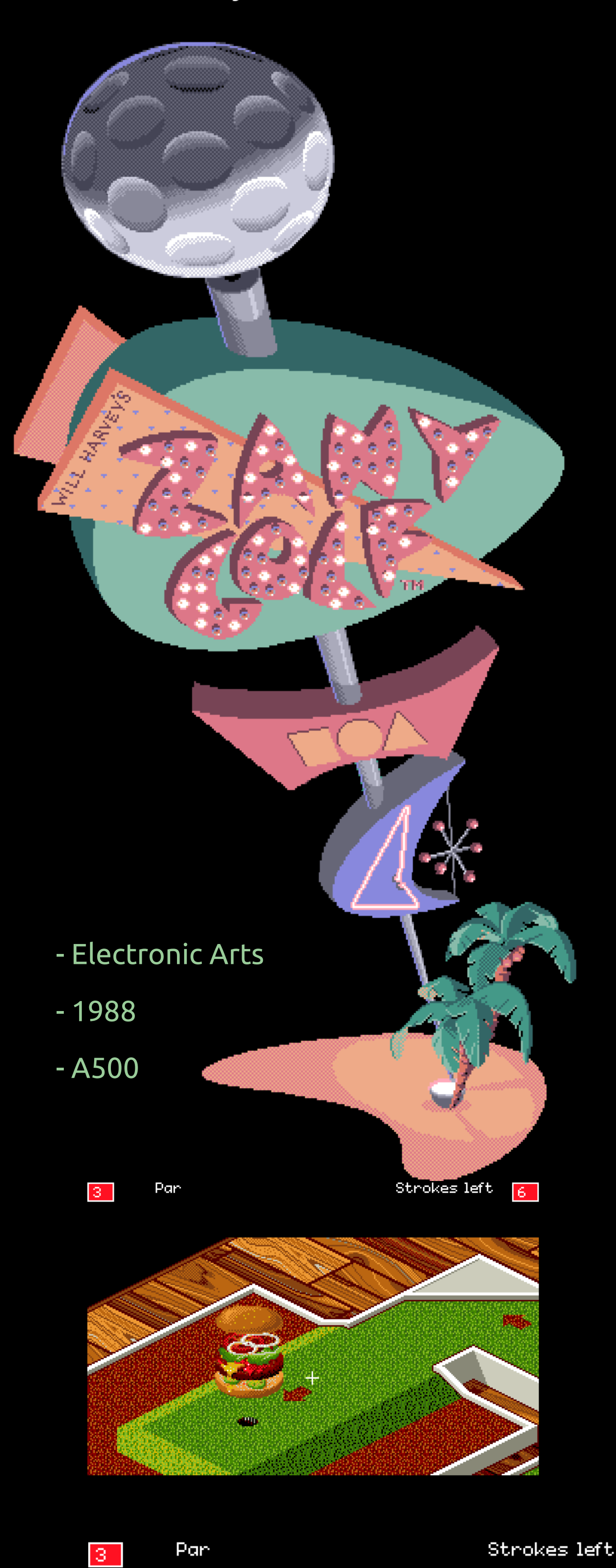

**WALKER**

A500 - 1993

| | |
|---|---|
| GRAPHICS | 88% |
| SOUND | 85% |
| GAMEPLAY | 80% |

An solid and explosive shooter with an interesting control method and great atmosphere

| | |
|---|---|
| SCORE | 82% |



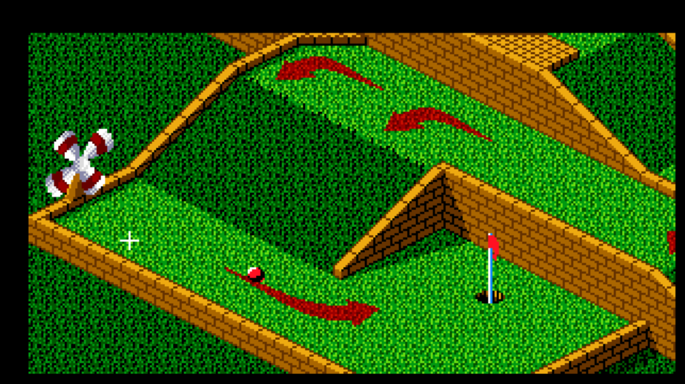

- Electronic Arts
- 1988
- A500

Golf is a funny game. Why so many people get pleasure from smashing a white ball around and then chasing after it I will never know but there sure are a lot of good quality golf games to choose from on the Amiga. Oddly though the more fun and entertaining mini golf is hardly catered for on the Amiga which seems odd as you would expect its light heartedness and fun challenges would translate well into a game. Zany Golf is one of the few commercial games available and shows just what is possible so lets warm up our throats and expand our vocabulary so we can start swearing wildly at a little white ball as we play through a round.

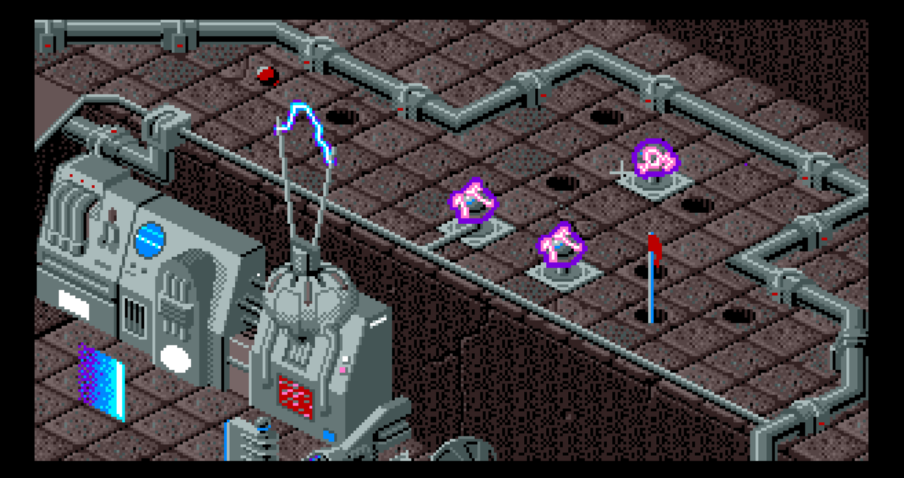
What makes Zany Golf fun is while it is a mini golf game at heart, the creators have taken things even further that are not possible in the real world by adding more interaction to levels rather than just hitting the ball around the course. Things start traditionally with a windmill turning in the breeze as you try to aim for the small hole in the doorway avoiding the sails, but as you progress through each level new and iterative features pop up. These can be from clicking on the giant hamburger to make it bounce revealing the hole underneath, to bumpers and fans to blow blow and bounce your ball around, heck there is even a full interactive pinball table where you control the flippers to knock your ball around. Pure genius! Its all a lot of fun and with other bonus features like speed bonus challenges or extra ball fairies to hit it keeps everything from getting stale and boring. The game is for one to four players and while it is a bit of fun on your own it will not take you long to master and complete the game as there are only nine holes. The true fun is to be found when more people join you and it really shines as a multilayer game where you will be soon cursing at the ball and each other.

The one area that lets the game itself down is to do with the frame rate which you will find chugs along a bit. While it does not make the game unplayable it does make it frustrating when you need precision timing such as using the flippers on the pinball table. This particular hole is the worst where it becomes more about pure luck as the ball starts bouncing around so fast it soon becomes impossible to control and before you know it you have lost it down the middle. You will find yourself quite often getting stuck at this hole loosing all of your balls and frustratingly game over. This would be the games biggest disappointment.

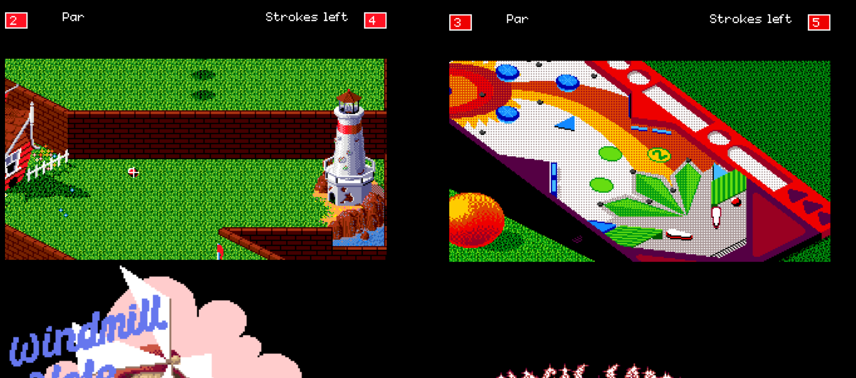


5 Par Strokes left 



The visuals are bright and colourful containing images that are unique and varied, with wonderful presentation leading into each hole. The levels vary from detailed to a little bland, but overall each hole looks nice with some neat animations in the backgrounds such as when your ball hits the sauce bottle red tomato sauce squirts like a fountain from the nozzle. Without giving to much away the last level is an amazing mad scientist level that looks like it came straight out of a Frankenstein movie set! Accompanying this is some very joyful music that changes with each level adding to each levels atmosphere, although the songs do not loop so you will notice especially in multi player mode the music will come to an end for each hole giving way to some very sparse sound effects leaving it feeling a very empty and silent. Overall everything ties in together very nicely giving the game a very fun feel, even if looking and sounding a little dated.







| Zany Golf | Player1 | Player2 | Player3 | Player4 | Par |
|---|---|---|---|---|---|
| 1. Windmill | 2 | | | | 2 |
| 2. Hamburger | 2 | | | | 3 |
| 3. Walls | 3 | | | | 2 |
| 4. Pinball | 4 | | | | 3 |
| 5. Fans | 5 | | | | 3 |
| 6. Carpets | 4 | | | | 2 |
| 7. Castle | 3 | | | | 3 |
| 8. Ant Hill | 2 | | | | 3 |
| 9. Energy | 7 | | | | 5 |
| Total | 32 | | | | 26 |

Zany Golf feels like the older pinball games on the Amiga before 21st Century came and blew us away with Pinball Dreams. Its good fun and shows a lot of promise, but its not exactly perfect and makes you wonder if like pinball, if someone took this genre and really polished it to the extreme like those games what amazing and wonderful mini golf games would be possible. The game is far from perfect, especially when playing on your own as there is very little replay value once you complete it, but get some friends around to laugh at and abuse, fire this game up and I grantee you will have a lot of fun, and after all that is what mini golf is all about in the end. Stupid little white ball!

## Zany Golf

A500 - 1988

| | |
|---|---|
| GRAPHICS | 70% |
| SOUND | 45% |
| GAMEPLAY | 68% |

On your own its worth a play through, but get some friends together and its great fun

**SCORE 69%**

AMIGA

Will Harvey's

# ZANY GOLF

50

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# ><bleeding eyes

This issue we have the legendary Space Balls demo *State Of The Art* which can be credited for my increased interest in the whole demo scene back in the day. I already had more than a passing interest in the cracktros that adorned many of the pirated games of the day and had watched quite a few stand alone demo disks, but this was the one that after reading about it in a magazine I took the plunge and posted off a few dollars to my local Amiga PD vendor.

After what seemed like an eternity, finally some days later a padded parcel was waiting for me when I returned home containing innocent looking disks with only a catalogue number hastily scribbled on them and little else. Before that day I had never known my trusty small television could also double as an awesome strobe machine, and thankfully I do not suffer from epilepsy in any way!

It was like I had found an electronic drug, and like all substances it became an addiction always craving the next hit, sending of to my local dealer and waiting for the package to arrive ever hopeful this will be the next big thing to satisfy my ever growing cravings. Of course there were a lot of other good doses to have over the years, and part of this section is to continue satisfying my cravings and discover new highs, but as with a lot of people State Of The Art was my true first taste of this digital drug and will always have that something extra special about it. That was until the second package arrived containing Jesus on E's in it, but that's a whole other story!

# 40 and a Blunt

## Y-Crew - 2012 - OCS

So how am I going to drag this review out so I can fill this empty void of a page? You see, the trouble is there is not really a lot to 40 and a Blunt. Granted it is a 40k demo which always amazes me how they manage to cram anything in at all, but even so there really is not a lot to this demo.

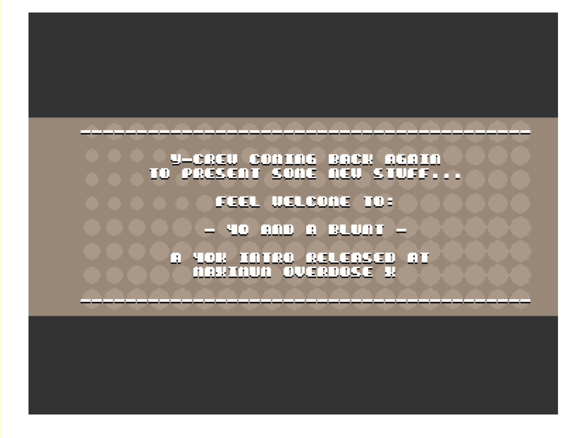
Opening up with some text and a tune that would not seem out of place on any pirated commercial game back in the early 90's, you would be forgiven for not expecting Y-Crew to be claiming to have cracked Elfmania ++ whilst boasting they are the best and Fairlight are rubbish. The tune is a looping short bleepy tune that never really goes anywhere but is pleasant in a nogalistic way. After the opening text we get straight into the effects which in reality there are three variants on display.

The first plasma style effect is quite pleasant and very colourful, looking like two layers over each other moving around in their box. Following that is a snake like effect that is pleasant if not all that original, cycling through a few colours and then a kind of cool effect with bouncing balls overlapping and revealing a colourful copper rainbow behind which attracts the attention of ever Homer Simpson. Before you really get to fully enjoy this effect though, up pops the end of demo text and that's it!

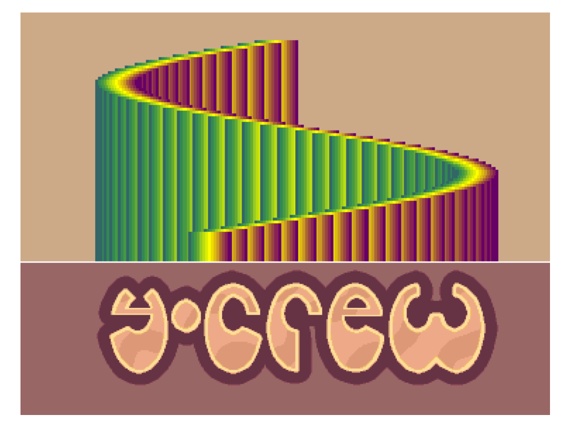
Well, I made it halfway down the page. Maybe if I use a bigger font... there is no getting around the fact this is a small demo both in code size and in content with nothing really all that original. Its nice while it lasts, and... well, that's about it really.

**39%**



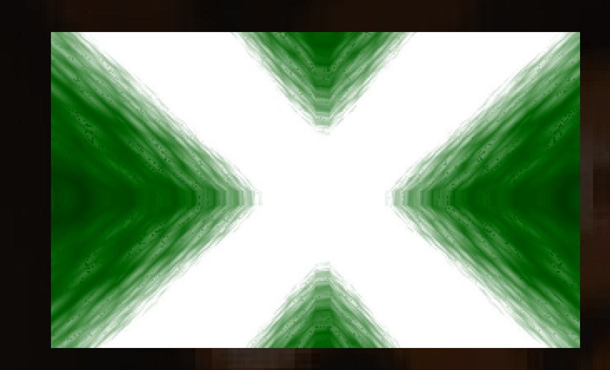





# BooM

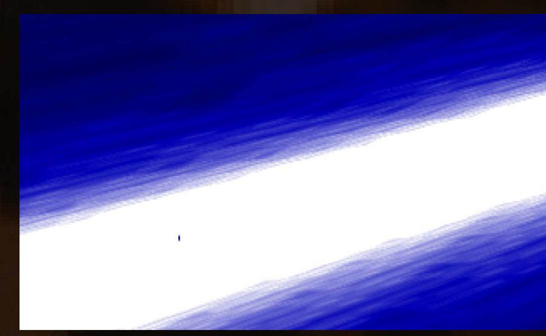
- SCL
- 2001
- AGA



Here we have another demo that is crammed into a very small file yet showing off some tasty effects and grooving music. Again though like 40 and a Blunt on the page prior there is not a lot of variety to be found here because of this limitation.

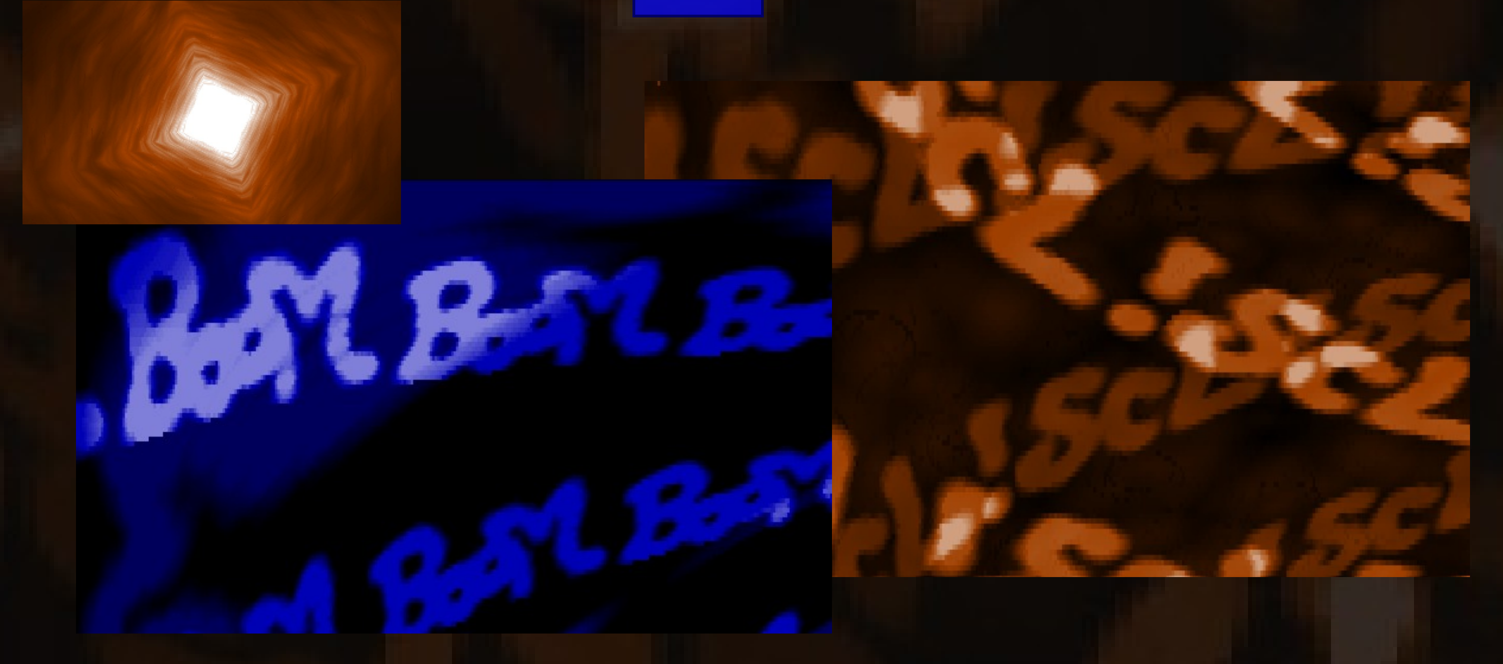



Opening on a nice X shaped green tunnel effect the music builds slowly leading into the title appearing on screen in a rather cool way that looks like microbes under an electron microscope morphing and wriggling around the screen. We then return to the original tunnel effect which is shown in a number of ways and colours sometimes spinning around the screen. Some spinning stretching words layered over each other make for an interesting effect and there is a neat water effect layered over the tunnel effect as well with things all wrapping up fairly soon.



Again this is a fairly short demo with only a few different effects on display, but they are kind of cool and importantly everything is also timed in with the music which means the whole demo has a nice flow to it. Far from been a classic Boom is worth a look, just do not expect to much from it.



# Energy Bar

Focus Design – 2014 - AGA

This issue I am really struggling to get my decent demo fix it seems, with each demo so far showing promise of something great and then ending just as I start to get excited. Energy Bar while having more meat on it than all of the other demos so far still leaves me wanting when it suddenly ends just as I am really starting to warm up to it. It is a neat little number though!

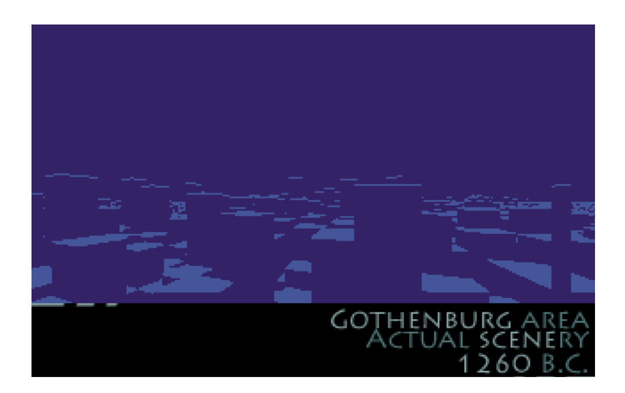


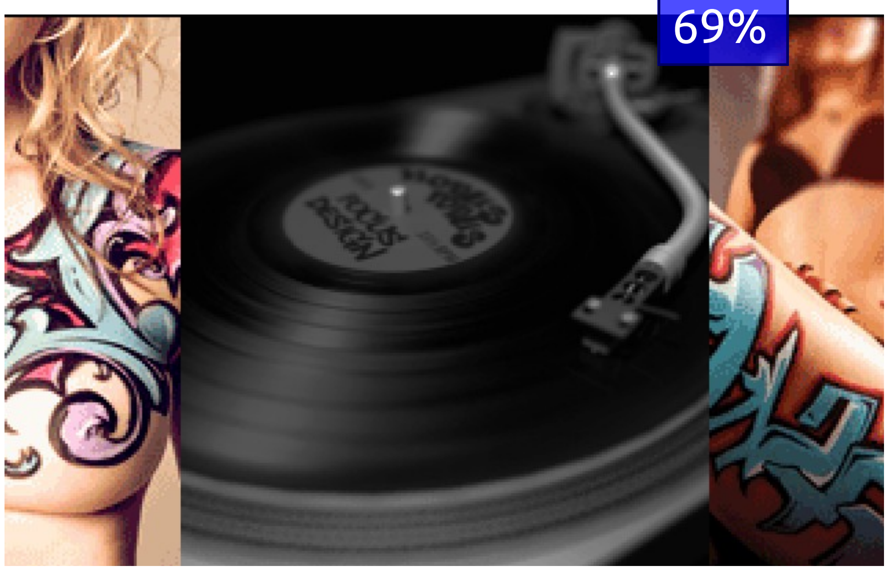




Opening with some nice wibbly wobbly words the demo consists of only a couple effects, although the morphing bubble like blobs that appear throughout are presented in a variety of ways which manages to keep your interest. A neat monochrome spinning city scape that appears to sprawl on forever makes a nice appearance all of which is joined together with some images including a cool animated spinning turntable.

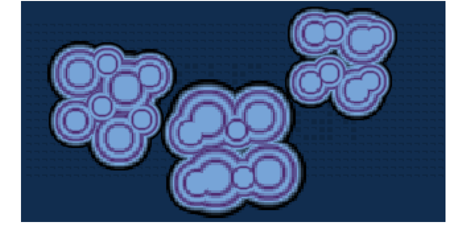
Holding this altogether nicely though is the tune that plays throughout with everything on screen syncing nicely. Images pulse in time to the beats and synth's while the blobs also pulse and sometimes move erratically all in time to the music which is a nice funky dance tune and sounds really good. I enjoy short demos as some just drag things out to much, but I wish Energy Bar just had a little more to it as its presented nicely, and with a few more of those nice images and effects it would have satisfied my cravings. Pity then its a bit to short.




69%







# State Of The Art

Spaceballs - 1992 - OCS

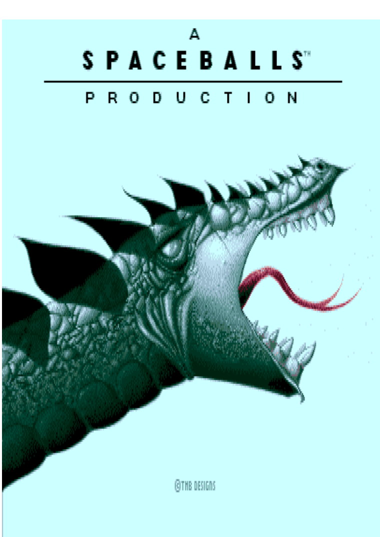
Please promise me one thing, if you suffer from seizures brought on by bright strobing lights, never, and I mean never under any circumstances watch this demo! If anything could ever send you off in a fit on the Amiga this would be it. If however you are like me and are attracted to bright flashy things like a moth to a flame, promise me if you have never seen this demo you go and track down a copy immediately and proceed to melt your mind!

State Of The Art wins no awards for pushing the humble Amiga to melting point, but instead presents you with one of the slickest and well presented demo's you will ever see. Consisting of mostly silhouetted dancers showing us their moves layered over varying backgrounds, everything is timed to perfection with the stomping 90's techno soundtrack. These dancers sometimes morph around the screen and are occasionally broken up with strobing words on screen and a mellowed out spinning 3D section in the middle.

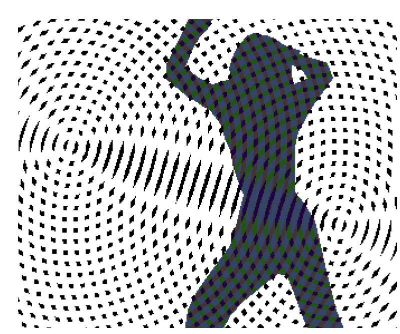
The whole presentation is extremely slick starting seconds after you pop the disc in with James bond style girls to music transitioning into the main presentation which builds and builds until going mental both with the music and strobe effects in a massive finish! Your eyes will pop! Then you will reset to watch again and again! No scroll text, no greetings, no new record for a gazilion balls on screen at once, just pure techno rave film clip style visuals set to a superb 90's techno soundtrack. While the music maybe a little old skool, if you ever loved that style of music (which I did!) then this demo will be pure bliss to you. A must have in any collection.

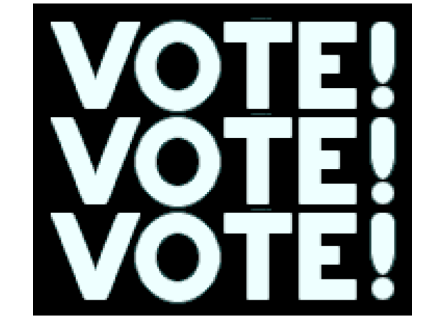
98%



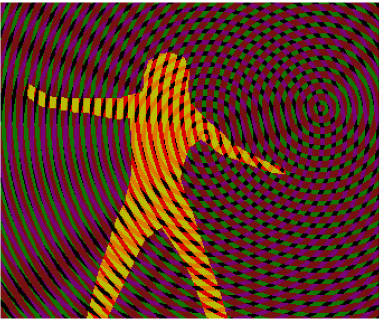


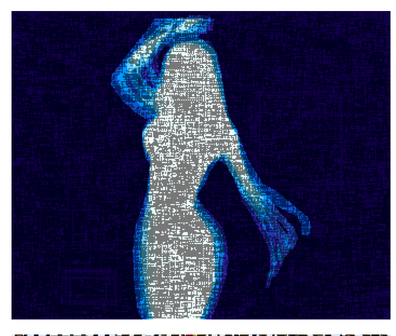


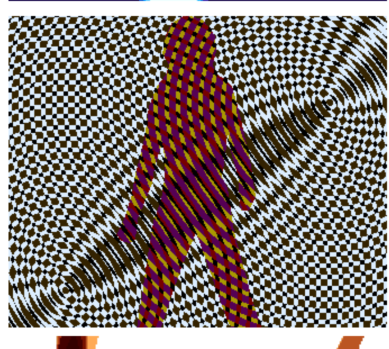













# INFESTATION













## INFESTATION

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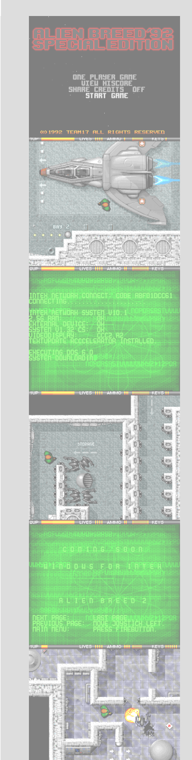



# 880 cheat!

A playa is gona play, and a cheater gona cheat!

## Alien Breed SE '92

**Screaming to much in space even though no one can hear you? Try the below codes to ease the pain. Simply log into an Intex terminal on level one and type in the code for the desired effect**



| -Effect- | -Code- |
|---|---|
| Unlimited energy | ALIENS ARE BENDERS |
| Unlimited energy | JESUS THIS JIM BEAMS IS GOOD STUFF |
| Unlimited keys | KEY TO THE CITY |
| Purple screen | STEVIE WONDER |
| Reversed joystick controls | KNACKERED JOYSTICK |
| Faster aliens | HARD BASTARDS |
| Reset computer | FUCK OFF |
| Unknown | JANUARY SALE NOW ON |
| Degraded graphics | ST EMULATOR |
| Aliens disappear | KATRINA HAS FARTED AND ITS A BEAUTY |
| Disable the Intex computer | PC EMULATOR |
| Invisibility | SALMAN RUSHDIE PLAYS ALIEN BREED |
| Poor weapons | THE IRAQIS MADE THE WEAPONS |
| Elvis mode | ELVIS MODE |
| Debug mode1 | I WANT FISH |
| | - [F3] for more keys |
| | - [F6] to destroy the current level |
| | - [F7] to complete the current level |
| | - [F9] to walk through walls. |

## Putty Squad

**Having trouble with your putty? Use the below level codes to get ahead!**

| LEVEL | CODE |
|---|---|
| Tomb of King Phut | *SULTAN* |
| Halls of Silence | *TIMBER* |
| Bazaar Al Kebab | *OZONE* |
| The Wailing Tower | *MICES* |
| Palace of Baghdad | *PESKY* |
| Kebabs 'R' Us | *FLIMBO* |




## Hybris

**Its only three levels long... how hard can it be? When the high scores screen shows type '*commander*' then one of the below -**

Super weapons and invincibility
**[F7]** followed by **[F1]** to **[F6]**

| | |
|---|---|
| Toggle cheat mode | **[F10]** |
| Level skip | **[F8]** |



# 880 talk back!

Hello,
First of all I want to congratulate on your job, it is very nice and it looks like the old beautiful Amiga magazines of my childhood... :-)

I haven't tried the attached adf files yet, but I was wondering if it could be possible to have the labels for them so that I can print them and start to collect your issues... :-)

I think that it would be cool and I am sure that I won't be the only one interested in this...

Thanks in advance for your reply and keep up the good work!
Cheers,
Livio

Thanks Livio! Part of doing this little mag is to try and capture some of that magic from Amiga magazines past and I am glad to hear that in any small way I have managed to achieve that.
The disk images I use on the front cover are actually very low resolution and would not print very well, but from next issue I will include an original full res image for you. If I get the chance I will re-master the others, or if someone wants to do the work for me and email them through I will be more than happy ***hint-hint!***!
Anyway, here is issue three to add to your collection! Enjoy!

Hello,

I finally found enough time to read issue 2. It's a good magazine and I enjoyed it.

I think the best part is reviewing games that are not famous. It was a big surprise for me to read about "Typhoon Thomson" and "Treasure Trap" - games I've never heard of. After 22 years with Amiga there are still "new" titles to discover!
There is also one thing missing. At the end of each review where you give scores, you write game title, required hardware, release year but a publisher's name is missing. Maybe it's a good idea to write publisher's name?
Piotr

Treasure Trap and Typhoon Thompson are actually old favourites of mine, flawed and not great, but favourites still. I will have to see what other gems I can dig up. As for the Publisher missing, you will be pleased to see I took your advise. Its not in the score box, but included with the title of the game. Hows that for speedy service, only took 6 months!

Hello folks
Very well made Amiga magazine that it did when you brought out because the books would also appear in German language that would be cool because there are very many readers in Germany who buy the magazine would great
Michael (Google translated)

Hi Michael,
880 Gamer is 100% free and I make it alone for anyone to enjoy. For many years the Amiga community has given to me, and its my small way to give back. I can supply original copies if anyone wants to translate to German though!

Hello 880 Gamer,
I found you thanks to one of the blogs
I must say that both concept and execution is simply awesome. I've just started to read the vol #2, but got a strange feeling that I have to say "hello and thanks!" to you. I've said hello at the very beginning, so one missing thing is THANK YOU. Done. Mission accomplished :) Back to the mag now.
Cheers from Poland!

Its truly amazing where I have seen my little magazine pop up in blogs, sites and even hosted on free book sites! Anyway, now your mission is complete you can now get on with reading issue three!

hi are you have a xmas mag if are having xmas mag happy xmas to all amiga users from amigaone and to editor
M.Read

As with my grand plans to have this magazine out every two months, I also had a big plan for a Christmas special as well. I was going to have reviews on all of the Christmas special versions of games that were often released with magazines during the festive season. Maybe next year? Thanks for the xmas wishes, and a belated merry Christmas and happy new year to all from 880Gamer!

Remember, feel free to drop us a quick email at :
**880Gamer@gmail.com**
Thanks to everyone for your comments and support!

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# Start polishing your balls...


## The scrolly text shout out bit...

I would like to acknowledge the following people / groups / software / sites for making 880 Gamer possible:

**Ubuntu** – 880 and emulation is run on Ubuntu, along with use of the Ubuntu font used within 880 Gamer
**FS-UAE** – A big thanks to Frode Solheim and the UAE team for bringing great Amiga emulation to Ubuntu
**WHDLoad** - Bert Jahn's masterpiece, making disk swap-less dreams come true
**The GIMP / Fotowall** – All image manipulation powered by the gimp and his full leather suit, with awesome help also from Fotowall!
**LibreOffice** – 880 is fully written up and saved in PDF using LibreOffice Writer .. and its free just like 880 Gamer!
**Lemon Amiga** – Thanks for their wonderful website where some information is gathered. I was really scared when you went offline recently!!
**EAB** – For helping spread the word of 880 Magazine, and for good sport in the game comp. Bring it!
**ADA** – Both to the Amiga Demo Archive site and all of those that keep the scene alive and pumping to this day!
**HOL / Amiga Magazine Rack**– Some Cover disk ADF files and information gathered from these wonderful sites, along with some Putty Squad screen shots this issue as I am quite crap at playing and hitting PrtScn at the same time.
**The Amiga** – An eternal thanks to Jay Miner and the amazing Amiga team that built this great machine
**EVERYONE!** - A big thanks to you all out there reading and spreading the word, I am truly humbled by your comments and support. Thanks!




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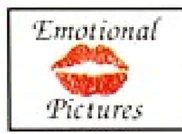

***From the bedroom to the beach, play your hand against famous cover girls such as Trine Michelsen and Maria Whittaker.***

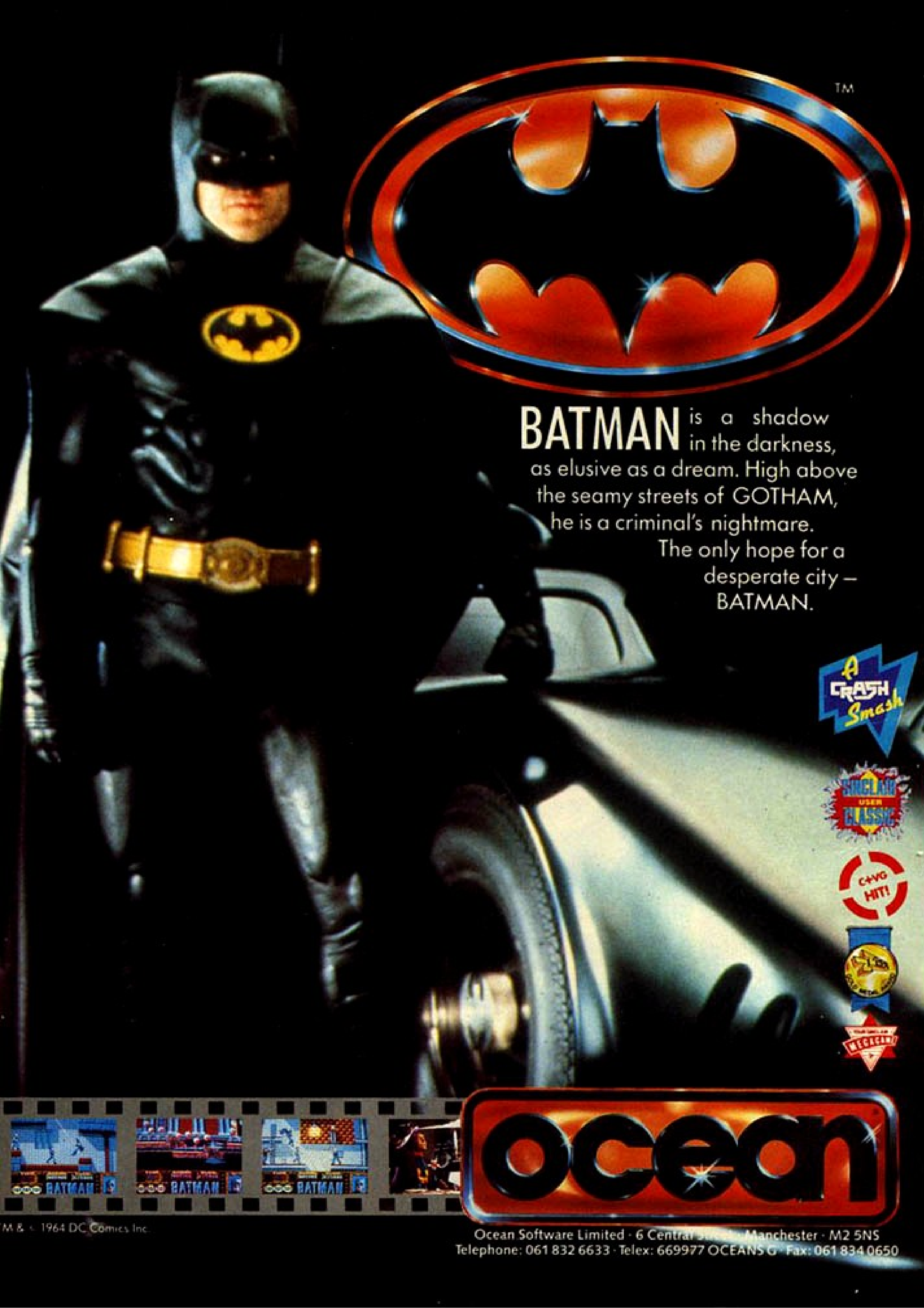
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